Village of Dexter

Dapco Redevelopment Project Review of Design Standards



Capacity Study Concept A (with Substation)





SITE DATA

BUILDING A:

3 STORY:

 \pm 50,400 total s.f.

± 54 units

BUILDING B:

1 STORY: ± 5,850 total s.f.

BUILDING C:

1 STORY: ± 9,350 total s.f.

Parking Data:

Building A:

Required Parking: 117 spaces
Provided Parking: 84 spaces

Building B & C:

* Required Parking: 87 spaces
Provided Parking: 52 spaces
* 4,675 s.f. of building C used for restaurant

TOTAL PROVIDED PARKING: 123 spaces

LEGEND

Existing Buildings To Remain

SITE CAPACITY STUDY: CONCEPT A

Dapco Property | VILLAGE OF DEXTER, MI



Capacity Study Revised (without Substation)





Building Site Data:

Building A:

3 Story:

± 50,400 total s.f. ± 54 units

Building B:

4 Story: Retail (1st Floor): ± 67,200 total s.f. ± 16,800 s.f ± 50,400 s.f. ± 54 units

Parking Site Data Requirements:

Residential (3 Floors)

Building A:

Required Residential Parking: Market Requirement: 117 spaces per code 1.5 - 1.75 / unit 81 - 94 spaces

Building B:

Required Retail Parking: Required Residential Parking: Market Requirement: 50 spaces per code 117 spaces per code 1.5 - 1.75 / unit 81 - 94 spaces

TOTALS:

Retail: ± 16,800 s.f.

Residential: ± 100,800 s.f. ± 108 units

Parking Provided:

Retail: Provided On-Street

Residential: 196 provided

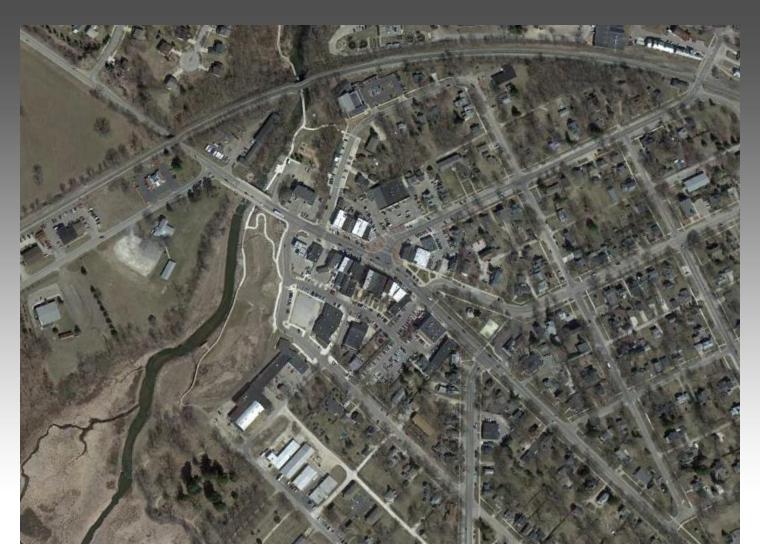
SITE CAPACITY STUDY CONCEPT

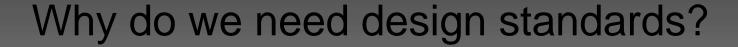
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DHM Advancing Communities*

Site







- 1. Define expectations from Village and potential developer/buyer.
- 2. Set a standard for approval through the Village of Dexter.

What will design standards do for the Village?

- Create a sense of place, attract tenants, maintain market relevance
- Enhance and improve the experience for visitors, neighbors and the community
- Establish a standard that will act as a catalyst for the redevelopment of the Northeast side of the Village Center

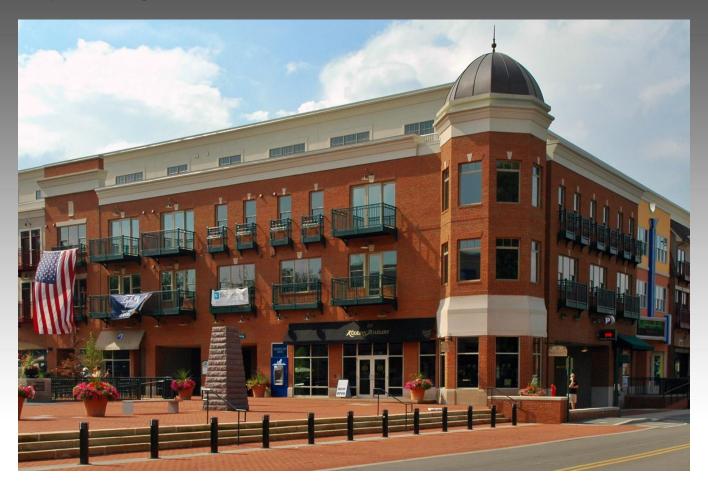
What will be controlled with design standards?

- Density
- Parking requirement
- Building height
- Building placement and set back
- Building design "aesthetics" (massing, proportions, scale, colors, use of materials)
- Signage
- Landscaping
- Etc.

(Note: Some of these may require variances from the Village)

Exterior walls must consist of natural or natural appearing materials

Brick: primary building material





Exterior walls must consist of natural or natural appearing materials

Stone: used as accent material.

Masonry materials are required at grade level.



Exterior walls must consist of natural or natural appearing materials Stucco to be used in limited quantities as accent pieces.



Exterior walls shall have a finished appearance

Four sided architecture:

The same level of detail and finish is required on all elevations



Exterior walls shall have a finished appearance

Balconies are suggested overlooking the river





70% of the first floor façade facing Forest St. to be clear glass





70% of the first floor façade facing Forest St. to be clear glass





70% of the first floor façade facing Forest St. to be clear glass





Glass

40% of the first floor façade facing the river shall be clear glass





Windows and doors are required to have style appropriate trim and detailing





Windows must be vertical in proportion with appropriate trim and detailing



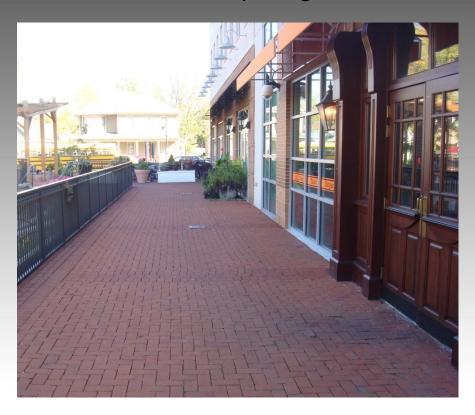
Architectural Details

The building shall have a flat roof with an articulated cornice. Portions of the building may have sloped roofs as accents.



Site Design

Decorative pavers are suggested along the façade facing the river. Additional decorative paving outside Building B is suggested.





Sign Regulations

Maximum text height is 18" Gooseneck or a similar lighting fixture is required for exterior illumination.







The fourth story shall be set back a minimum of six feet from the lower façade.





Variance

The fourth story shall be set back a minimum of six feet from the lower façade.







The same level of detail and finish used at both buildings is required at the garage





Questions and Answers